PARK PATROL

INSTRUCTIONS

THE GAME
There is trouble down at Papatoetoe Park, the old keeper Percy Nuttling has had a nervous breakdown and the place has gone to the dogs!
You are invited to take up the challenge of becoming the new man or woman (that's up to you) in charge of the park. As Park Ranger you will be equipped with a raft, snake repellent, and a few morsels of nourishment. Your task is to clear the litter up, watch for swimmers in distress and keep the park wildlife in line.
Papatoetoe Park though, is no place for whimps and is full of hazards such as swamps, snakes and swimmers who will sink your raft, river logs and food stealing ants!
Lastly, rangers may savour the fruit of a mysterious plant, located near the supply hut, and experience its strange effects.
Keep your calories up and move on out!

LOADING
- With power **OFF**, insert cartridge into your computer.
- Turn power **ON**.

PLAYING THE GAME
Park Patrol can be played with a joystick connected to Port 1 of your Commodore.
Press F5 to display the menu, any changes can be made by the use of Joystick/fire button. On land, press FIRE to hop over objects. Move over litter to pick up, while swimmers can be saved by sailing into them. Walk into ants or kick them from behind to retrieve stolen food. The bottom of the screen indicates amount of litter, and level of calories which can be revitalised in the supply hut or from stolen ant food. A flashing 'Help' indicates a swimmer in distress.

SCORING
100 points for each piece of rubbish collected.
Bonus points for remaining energy and supply calories.
A bonus ranger every 20000 points.
5000 points and 1000 calories per rescued swimmer.
5000 points for successfully dancing on a log.
200 points for sailing over a turtle.